

NOW AVAILABLE!

\$ummoner™

A GODDESS REBORN



www.thq.com

crankypants
games

volition



THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

freegamemanuals.com

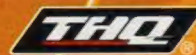
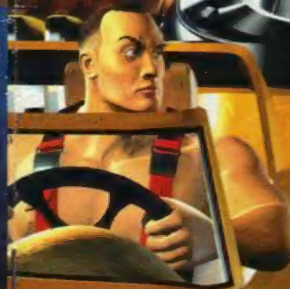


Blood
Violence

www.summoner2.com

PRINTED IN USA

CRUSH HOUR™



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved.

Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Pacific Coast Power & Light Company. Uses Navak.com™, © Copyright 1999-2000 Telekinetics Research Limited. Portions of this software are Copyright 1998-2000 Criterion Software Ltd. and its licensors. THQ, Pacific Coast Power & Light Company, and their respective logos are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN
MILD LANGUAGE
SUGGESTIVE THEMES
VIOLENCE

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



CRUSH HOUR™

	>>>	2
Controls	>>>	3
The Game Screen	>>>	4
Game Options	>>>	5
Save & Load Data	>>>	6
Game Modes	>>>	7
Foreign Objects and Pick-Ups	>>>	8
Superstars and Vehicles	>>>	10
Arenas	>>>	18
Arena Options	>>>	20
Credits	>>>	22
Limited Warranty	>>>	23

CRUSH HOUR™

Welcome to the landscape of television now that owner, Mr. McMahon, controls all the networks. Now you can see his Superstars in all your favorite TV shows and commercials. And though the critics continue to protest, you can't argue with success. In fact, Mr. McMahon is now revving up for his most anticipated, and some say dangerous, debut to date. A no-holds barred battle where the Superstars trade in their muscles for muscle cars. Welcome to "Crush Hour!" Thanks to our sponsor, Mr. McMahon, tonight, you will witness Superstars battling for survival behind the wheel. Let's take you to the action!



Menu Controls

Highlight and change menu options
Confirm selection
Previous menu
Skip individual introduction
Skip intro/cutscene

Control Pad
A Button
B Button
X Button
START

Game Controls

Accelerate
Turbo
Power Slide
Steer
Brake/Reverse
Fire Primary Weapon
Fire Foreign Object
Cycle Through Foreign Objects
Super Attack (when meter is full)
Pause Game
Change Camera View

A Button
X Button
L Button
Control Stick
B Button
R Button
Z Button
Control Pad
Y Button
START
C Stick

NOTE

Powerslide: Utilizing the Powerslide is absolutely necessary for Crush Hour. The only way to perform sharp turns, 180's and strafing is using the Powerslide. Hold the L Button when turning corners to help maneuver the vehicle and evade your opponents.

① Superstar Portraits

Superstars in the match appear to the upper left of the screen. Your Superstar is always going to be in the top box. In a multiplayer game, player two is the second box. Box colors coordinate to the combat computer used to target your opponents.

Use this to your advantage! Take out the Superstar with the most points if you're behind. You can quickly locate them with the combat computer.



② Turbo Count

Next to the word "Turbo" in the upper right corner of the screen is a number that indicates how many turbos you have left.

③ Special Meter

As you damage your opponents, your Special Meter (located underneath the Turbo Count) builds, turning from gray to red. Once it is completely full, the Special Meter will flash and you can perform your Super Attack by pressing the Y Button!

④ Health Meter

Your Health Meter is located directly under your Special Meter. As you take damage, it decreases. When it is completely depleted, you blow up, and the Superstar who defeated you scores a point. Opponents' vehicles are labeled with their names and a Health Meter. If their Health Meter is green, they're unscathed; if it is red, they're about to go down for the count.

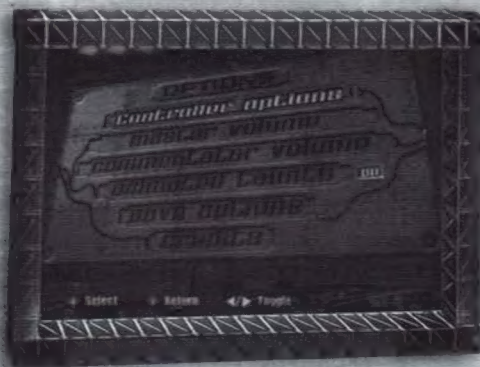
⑤ Active Foreign Object

The foreign objects that you pick up can be viewed in the top right corner of the screen. Cycle through them by pressing the Control Pad.

NOTE

You lose a point if the environment takes you out! Be careful about navigating near saw blades, flame jets and pits. This is especially dangerous in Elimination matches—one false move can take you out of the game!

Choose **OPTIONS** from the Main Menu to change the following game options:



- **Nintendo GameCube™ Contoller Option:** From here, you can turn each Controller's Rumble Feature ON or OFF. You can also choose whether or not to trigger turbos by double-tapping the A Button.
- **Master Volume:** Adjust the volume level of the game's sound effects and background music.
- **Commentator Volume:** Adjust the volume level of the in-game commentary.
- **Animated Taunts:** Turn in-game taunt animations ON or OFF.
- **Save Options:** Save changes to the game options to a Nintendo GameCube™ Memory Card.
- **Credits:** View the game credits.



Crush Hour™ automatically saves your progress during the Season Mode. Make sure that you have a Memory Card inserted into Memory Card Slot A.



Exhibition

Play through a single one-player match in any unlocked arena with any unlocked Superstar.

Season

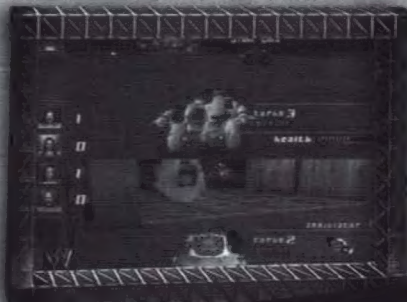
Compete in a gauntlet of matches against computer-controlled Superstars in various arenas to unlock hidden Superstars and arenas. During the course of the Season, catch a glimpse of some of your favorite Superstars in your favorite TV shows and commercials!



Multiplayer

Roll into the arena with your friends and duke it out head on with your favorite Superstars! You can battle in any of the arenas

you have available in Exhibition. Unlock more through Season to test your skills against your friends in all of the Crush Hour™ arenas!



NOTE

Run-Ins: In Season mode, *Raw*, *SmackDown!*™ and *Bottom Line*™ all have Run-In potential. If you score enough points over your opponents, your nemesis will come out and attempt to give you a pounding for a while. The Run-In Superstar is invulnerable, so steer clear! You'll stick it to 'em later in the Season!

Each arena is littered with Foreign Objects, which are secondary weapons that can be fired with the Z Button (press the Control Pad to cycle through your Foreign Objects if you have more than one). Foreign Objects generally do impressive amounts of damage, and each one has different methods of attacking opponents.

Annihilator

MAXIMUM HOLD: 2

A powerful, unguided energy beam that tears through opponents who are directly in front of you.



Atomic Drop

MAXIMUM HOLD: 3

A slow, but powerful guided bomb that has a good blast radius.



Grenade Launcher

MAXIMUM HOLD: 16

These highly explosive grenades are tricky to use against moving targets, but they pack quite a punch.



Laser Guided Rockets

MAXIMUM HOLD: 6

The Laser Guided Rockets don't do a lot of damage, but they doggedly follow their target.



Mines

MAXIMUM HOLD: 8

These mines are dropped behind you and explode on impact. They don't last forever and may explode on their own after a while.



Twisty Rockets

MAXIMUM HOLD: 3

This single-shot Foreign Object fires a small salvo of spiraling rockets that seek out opponents.



VRF Gun

MAXIMUM HOLD: 4

The VRF Gun is very similar to its big brother, the Annihilator, except it doesn't pack quite as powerful a wallop.

OTHER PICK-UPS



Armor

Armor temporarily increases your Superstar's defense.



Health

Health replenishes some of your Health Meter and repairs damage to your vehicle.



Turbo

MAXIMUM HOLD: 6

Turbo pick-ups add two additional turbos to your Turbo Meter.



Invulnerability

Just like the name implies, the Invulnerability pick-up makes you immune to damage for a short period of time.



Double Damage

This boost to your combat computer makes your shots cause twice as much damage. The upgrade doesn't last long, so keep your guns blazing and make it count!



Ramming Power


A force shield that doubles the impact of ramming damage. Effective at normal speeds, deadly when combined with a Turbo!

There are 32 different Superstars in *Crush Hour*, each with his or her own unique vehicle and attacks. The following 23 Superstars are available at the start of the game; the other 9 need to be unlocked by playing through the Season mode. Each Superstar's vehicle has four characteristics:

- **Handling:** How well the vehicle controls and how much traction it has in tight turns.
- **Defense:** The amount of punishment the vehicle can withstand before it is destroyed.
- **Strength:** The vehicle's attacking power.
- **Speed:** How fast the vehicle can move.


BIG SHOW™

At more than seven feet tall and over 500 pounds, Big Show® needs nothing less than a big rig when he rolls into the arena.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

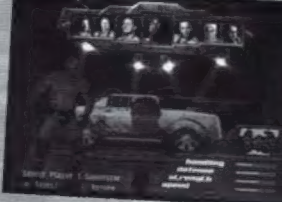
BILLY™

This multi-time tag team champion cruises around in style in a concept car with a side blaster and ring launcher.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

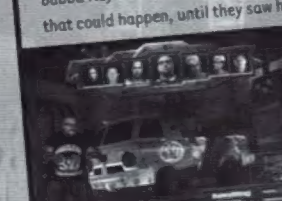
BOOKER T™

Booker T® leaves suckas in smoking wrecks, thanks to his SUV-pickup truck hybrid with thunderbolt energy rockets and plasma burner.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

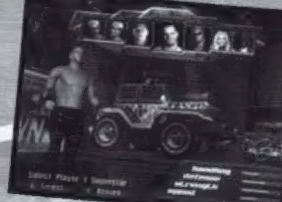
BUBBA RAY DUDLEY™

Bubba Ray Dudley's opponents thought that getting put through a table was the worst that could happen, until they saw him behind the wheel of his converted pickup truck.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

CHRIS BENOIT™

The Rabid Wolverine® displays his ruthless aggression in a modified ATV with buzzsaw launcher and plasma darts.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

CHRIS JERICHO™

The self-proclaimed King of the World and "huge rock star" never fails to make a lasting impression in his muscle car.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

CHUCK™

Chuck™ takes on all comers in his concept car with side machine gun and ring blaster.

	HANDLING	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

EDGE™

Many fans consider Edge™ to be the future of so it's only fitting that he should drive this futuristic sports car.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input checked="" type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input checked="" type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

BROCK LESNAR™

Brock Lesnar™ rolls into the arena in an armored truck.

	HANDLING	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

JEFF HARDY™

Jeff Hardy™ drives the most extreme wood-paneled station wagon you'll ever see.

	HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input checked="" type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input checked="" type="checkbox"/> VERY HIGH

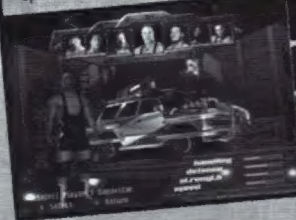
KANE™

Kane™ drives a modified muscle car with a flaming skull launcher and heat blasters. Trust us—you don't want to see his driver's license photo.

	HANDLING	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
	SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

KURT ANGLE™

Your Gold Medallist takes no prisoners in his patriotic SUV with firework splash and energy rings.



HANDLING	<input type="checkbox"/> VERY LOW	<input checked="" type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

MATT HARDY™

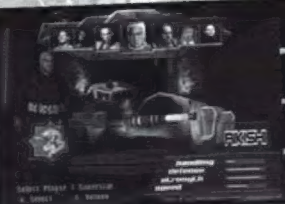
A little bit of *Mattitude*™ rubs off on everything that Matt Hardy® touches, and his wood-paneled station wagon is no exception.



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input checked="" type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

RIKISHI™

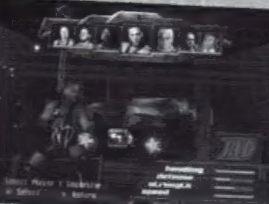
The only thing larger than Rikishi's™ backside is the steamroller he drives into the arena.



HANDLING	<input checked="" type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

ROB VAN DAM™

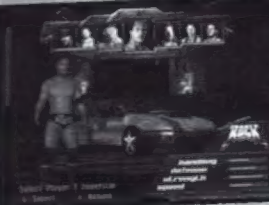
When it comes to taking turbo-powered leaps in his 4-wheel ATV, no one gets as high as Rob Van Dam:



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input checked="" type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

THE ROCK™

The People's Champion™ drives a luxury sports car with front-mounted machine guns and brahma bull horns, so know your role and shut your mouth, jabroni.



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input checked="" type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

STACY KEIBLER™

Stacy's™ import tuner has ripple darts and a long beam laser blaster, and she knows how to use them.



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input checked="" type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

STONE COLD STEVE AUSTIN™

The Texas Rattlesnake™ doesn't back down from any Superstar when he's behind the wheel of his monster truck with barrel launcher and Stone Cold™ electric stunner.



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

TRISH STRATUS™

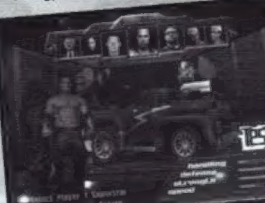
This lovely Diva drives an equally gorgeous German luxury car, fitted with plasma torpedoes and a wide-angle laser.



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

TEST™

He drives a converted pickup truck equipped with a fusion burst gun and high speed energy cannon. Do you think you can pass the Test™?



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

UNDERTAKER™

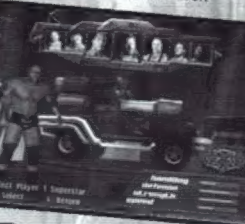
The Dead Man™ keeps his Decade of Destruction™ rollin' from the seat of his badass three-wheel chopper.



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

TRIPLE H™

"The Game"™ proves he is "that damn good" in his armored ATV with HDL cannon and pulse laser.




HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH

WILLIAM REGAL™

England's goodwill ambassador to the US sits behind the wheel of an elegant British roadster, but don't confuse high style with weakness.



HANDLING	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
DEFENSE	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
STRENGTH	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH
SPEED	<input type="checkbox"/> VERY LOW	<input type="checkbox"/> LOW	<input type="checkbox"/> AVERAGE	<input type="checkbox"/> HIGH	<input type="checkbox"/> VERY HIGH


Every match takes place in an arena based on a  event. Pay attention to the match objective displayed before the game starts, as some arenas have unique conditions for victory. There are 13 arenas in all, but only the first six are available at the start of the game; unlock the other seven by playing through the Season mode.

Hardcore Arena


The wide-open Hardcore Arena challenges you to pick up and hold the Hardcore Belt for a certain amount of time to win the match. To get the Hardcore Belt away from its current owner, you need to destroy them.



Hell in a Cell™

Hell in a Cell™ is 's most ruthless match, and the *Crush Hour™* equivalent lives up to the reputation. Be the first Superstar to destroy a certain number of opponents to win.


Ironman

Think you're the toughest SOB in ? Prove it by racking up more kills than any other Superstar within the time limit in an Ironman match.

Lumberjack

You need to collect a certain number of shining yellow stars to win a Lumberjack match. A yellow arrow appears at the top of the screen when a star appears. Beat your opponents to the stars and keep your opponents' scores down. You lose points if you're destroyed and so do your opponents!

Raw®

It's an all-out war in the arena based on 's flagship show. Be the first Superstar to defeat the required number of opponents in this wide-open arena to win.

SmackDown!™

Prepare to have the smack laid down on you when you enter this frantic arena. Rack up the required number of opponent kills to win the match.

Running the Gauntlet

Collect the stars inside the yellow beacons of light to win this grueling rooftop battle. A yellow arrow

appears at the top of the screen when a star appears. Jump from building to building in a mad dash for stars! You lose points if you're destroyed or fall off the roof!


Royal Rumble®

This multi-tiered elimination match is one of the most difficult matches in the game. Collect a crown and hold on to it! After 30 seconds, whoever is not holding a crown is eliminated. Eliminate 11 of your opponents to win this *Royal Rumble®*!

Bottom Line™

An oil rig out at sea is perhaps the most challenging place for the Superstars. Tight quarters and no railings makes this battle for points a tough one! Be careful of the ledges, because falling off costs you a point!

Battle Royal™

The  has taken over an abandoned subway tunnel for this deadly elimination match. Defeat or avoid enough of your opponents to be the last one standing. Staying close to the subway trains may both help and hinder your progress. Don't be caught in their path or you may be the one eliminated!

King of the Ring®

Like a gladiator of Rome, in *King of the Ring®*, you take on your opponents in the Coliseum to be the last man standing to win this match! There's no running away in this single-elimination match against 11 of your toughest foes. It's kill or be killed.

Cage Match

Break out of the cage by defeating your opponents, then grab the contract and deliver it to the goal point! Avoid the fighter jet afterburners, cannon fire from the battleships and your opponents—all of which can strip the contract from you. Three points win the match!

Survivor Series®

Eliminate your opponents in this 2-on-2 tag team battle! The first team to 3 points wins the match! Drive through the tag beacons to get your partner into the battle. Tagged out vehicles recover damage—use this to your advantage!

Each arena has its own set of options. Here's a master list of all of them and what they mean. Keep in mind that not all arenas will have all of the following options:

Match Type	Hardcore
Kills to Win	10
Minutes Timer	Off
AI Opponents	3
AI Difficulty	Medium
Handicap Match	No
Hazards Remove Points	Yes

• **Match Type:** Choose from the following options:

- **(name of arena):** Default rules for the arena.
- **Free For All:** All Superstars are out for themselves.
- **Tag Team Vs.:** Each player leads a tag team against the other player.
- **Tag Team Co-Op:** Both human players take on a CPU-controlled tag team.
- **Kills to Win:** The number of Superstars you must destroy to win the match.
- **Minutes Timer:** Set a time limit for the match in minutes, or choose to turn the time limit OFF.
- **AI Opponents:** Choose the number of computer-controlled opponents.
- **AI Difficulty:** Set the skill level of the CPU-controlled opponents.
- **Handicap Match:** If set to YES, all CPU-controlled Superstars make you their number one target.
- **Hazards Remove Points:** If set to YES, you lose a point every time you blow yourself up by running into an environmental hazard (fire, saw blades, etc.).
- **Seconds to Hold Belt (Hardcore Arena only):** The total amount of time you need to keep possession of the Hardcore Belt to win the match.

- **Sudden Death (Hardcore Arena only):** If there is no winner by the end of the set time for Hardcore, the match goes into Sudden Death. The Sudden Death timer is much lower than the normal Hardcore.
- **Ram Exchanges Belt (Hardcore Arena only):** If set to YES, possession of the Hardcore Belt switches whenever the Superstar carrying it is hit by another Superstar. If set to NO, the Superstar carrying the Hardcore Belt must be destroyed before it can be taken from them.
- **Minutes Timer:** At the end of this time limit, the Superstar with the most kills wins the Ironman match.
- **Points to Win:** The number of shining yellow stars you must collect to win the match in either the Lumberjack or Running the Gauntlet matches.
- **Kills Remove Points:** If set to YES, you lose a point in either the Lumberjack or Running the Gauntlet matches whenever you are destroyed by an opponent.



PACIFIC COAST POWER & LIGHT CO.

Executive in Charge of Production
Don Traeger

Executive Producer
Dennis Harper

Producer
David Gray

Associate Producer
Michael Herauf

Designers
Cormac Russell
Steve Yoshimura

Additional Design
Casey Burpee
Michael Herauf
Erik Wahlberg
Matthew Winalski

Lead Programmer
Mike McAulay

Senior Programmers
Bill Bildeau
Matt Gaston
Michael Roca
Hugh Sider
David Scott
Andy Wright

Programmers
Scott Jacobi
Josef Jamieson
Christopher Robin Stewart

Additional Programming
Frankie Tam

Art Director
Dane Shears

Art Lead
Matthew Winalski

Senior Artists
Alex Mathis
Adrian Niu
Adam Peterson
Tiffanie Ragasa
Randal Shaffer
Jef Shears
Troy San Jose
Stephen Varni

Artists
Craig Aldred
Dave Anders
Richard Bering
Dan Fuller
Michael Gaiser
Michael Morehead
Jonathan Paton

Additional Art
Jim Alary
Casey Burpee

Todd Campbell
William Clapham
Barry Focha
Tim Kaminiski
Susannah Kirtland
John Longenbaugh
Caiphus Moore
Jeremy Palmer
Ken Proudfoot
Merrick Rustia
Stephen Tang
Brian Walker
John Xu

Full Motion Videos
Courtesy of Mondo Media

Sound Design
Steve Kirk

Sound Editing
David Gray

Jim Ross Script Writer
Richard Beresh

Taunt Script Writer
Matthew Winalski

PCP&L Test Lead
Rick Fish

PCP&L Testers
Adam Hicklin
Lucas Finkelstein

Additional Testing
Matt Beraz
Scott Morris

Dargan Mulhall
Shauna Ratliff

Special Thanks
Liz Bacon

David Bowman
Katrina Hennessy

Rob James
Daniel Johnson

Kimberly Jones
Deb Moy

Kimberly Rogers
Helene Scott

Nicole Shears
Sarah Smith

Su-Lin Thronsdon
Tony Van

Theresa Wong

THQ INC.

PRODUCT DEVELOPMENT

V.P.-Product Development

Philip Holt

Producer

Kevin Elrod

Assistant Producer

Razmig Pulurian

Lead Tester

Jason Goddard

Senior Tester
Nickolas Gardner
George Erwin

Testers
Jonathan McCullen
Leonard Gonzales
Jose Luna
Michael Alvarino
Ryan Rothenberg
Marcel Chastain
John Cook
Leonard Herman
Jeffrey Bick

QA Technician
Mario Waibel

QA Database Administrator
Jason Roberts

QA Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

MARKETING

V.P.-Marketing
Peter Dille

Director of Creative Services
Howard Liebeskind

Group Marketing Manager
Craig Rechenmacher

Director of Public Relations
Liz Pieri

Product Manager
Laura Naviaux

Public Relations Manager
Reilly Brennan

Creative Services Manager
Kirk Somdal

Associate Public Relations Manager
Kendall Boyd

Marketing Coordinator
Devin Knudsen

THQ WEB TEAM

Web Design Manager
Gordon Madison

Web Designer
Ricardo Fischer

Programmer
Jack Suzuki

Special Thanks
Scott Krager
Chris Sturr

JAKKS PACIFIC INC.

Director of Interactive
Nelo Lucich

Senior Project Manager
Hayley Wichmann

WORLD WRESTLING ENTERTAINMENT

Sr. Vice President, Consumer Products
Donna Goldsmith

Licensing Director
Florence DiGiorgio

Creative Licensing Manager
Mike Archer

Product Coordinator
Bernadette Hawks

Very Special Thanks:
Debbie Bannazio
John Sohigian
Jayson Bernstein
Sean Caroran
Janica McNairn
Frank Vitucci
Keith Flaherty
William Goertel
WWE Graphic Department
Doug LeBow
Kevin Kelly
Kevin Sullivan
Barry Bross
Michael Chiapetta
Elizabeth McCollum

MUSIC

All songs composed, produced and recorded by James A. Johnston, except "The Game" recorded by Motorhead. Words and music by James A. Johnston.

All songs published by Stephanie Music/Cherry River Music, (BMI). ©/© 2003 World Wrestling Entertainment, Inc. All rights reserved. Used By Permission.

Additional music composition by SCORPIO SOUND.

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **38013**. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

WARNING

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.